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AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A video game apparatus for generating, and supplying to a display, an image signal for displaying a player object existing ~~[[on]]~~ in the vicinity of a land object in a virtual three dimensional space by processing image data for the player object and the land object according to a program, said video game apparatus comprising:

a player object image data generator that generates ~~generating means for generating~~ player object image data to display a player object; ~~[[and]]~~

a land object image data ~~generator means for generating~~ generator that generates land object image data to display a land object; wherein

said land object image data includes a program control code;

[said video game apparatus further comprising] a program control code detector that detects a program control code included in the land object image data for displaying the land object in the vicinity of said player, and that detects when a predetermined relationship exists between the ~~detecting means to detect said program control code in relation to a position of the player object~~ and the land object, and

~~[[an]] image changing circuitry changing means to cause the image signal to change depending upon the program control code detected~~ when said predetermined relationship is detected between the position of the player object and the land object.

2. (Currently Amended) A video game apparatus according to claim 1, wherein said program control code includes an action code to control an action of said player object, said image changing circuitry including ~~changing means including~~ animation output circuitry ~~means~~ to output animation data to automatically cause said player object to ~~[[make]]~~ perform an action in accordance with the action code.

3. (Currently Amended) A video game apparatus according to claim 2, wherein when the land object is one of a hollow and a ~~[[or]]~~ hole and the action code is "jump", said animation data output circuitry ~~means~~ outputting animation data to cause the player object to jump ~~make an action of jumping over~~ one of said hollow and ~~[[or]]~~ said hole.

4. (Currently Amended) A video game apparatus according to claim 3, wherein said video apparatus including ~~[[has]]~~ a player controller, ~~in association therewith,~~ including a direction instructing member ~~means~~ to instruct a moving direction of said player object so that the player object is moved in the moving direction, said video game apparatus further comprising;

a moving speed detector ~~detecting means~~ for detecting a moving speed of the player object, and

~~[[a]]~~ jump distance calculating ~~means~~ circuitry for calculating a jump distance of the player object based on the moving speed,

said animation data output circuitry ~~means~~ outputting animation data to cause the player object to ~~make an action of~~ jump according to the jump distance.

5. (Currently Amended) A video game apparatus according to claim 2, wherein when the land object is a wall surface and the action code is "climb", said animation data output circuitry ~~means~~ outputs such animation data that the player object climbs ~~makes an action of climbing~~ said wall surface.

6. (Currently Amended) A video game apparatus according to claim 5, further including wall surface height calculating circuitry, wherein when the action code is not "climb", ~~[[a]]~~ said wall surface height calculating circuitry ~~means~~ is operable ~~further comprised~~ to calculate a height of said wall surface,

said animation data output circuitry ~~means~~ outputting such animation data that the player object ~~makes~~ performs an ~~optimal~~ action in accordance with the height of said wall surface.

7. (Currently Amended) A video game apparatus according to claim 1, wherein the program control code includes a camera control code, said image changing circuitry including ~~means including~~ a camera control circuitry ~~means~~ to control a virtual camera provided in said three dimensional virtual space.

8. (Currently Amended) A video game apparatus according to claim 7, wherein said virtual camera includes a plurality of virtual cameras, the camera control code including a camera switching code, and said camera control circuitry including ~~means including~~ a camera switching circuitry ~~means~~ to switch between said plurality of virtual camera depending upon the camera switching code.

9. (Currently Amended) A video game apparatus according to claim 1, wherein the program control code includes a sound code, further comprising

a sound data generator ~~generating means~~ to generate sound data, and

[[a]] sound control means to control sound to be outputted from said sound data ~~generating~~ circuitry ~~means~~ depending upon the sound code.

10. (Currently Amended) A video game according to claim 9, wherein sound data ~~generator~~ ~~generating means~~ can generate sound data for a plurality of ones of sound, the sound code including a sound switching code and said sound control means including

[[a]] sound switching circuitry ~~means~~ to switch the sound data depending upon the sound switching code.

11. (Currently Amended) A video game apparatus for generating, and supplying to a display, an image signal to display a player object existing ~~[[on]]~~ in the vicinity of a land object in a virtual three dimensional space by processing image data for the player object and land object according to a program, and further supplying a sound signal to [[a]] sound output ~~means~~ circuitry by processing sound data according to a program, said video game apparatus comprising:

a player object image data generator ~~generating means for generating that~~ generates player object image data to display a player object; and

a land object image data ~~generating means for generating~~ generator that generates land object image data to display a land object; wherein

said land object image data includes a program control code;

~~said video game apparatus further comprising a program control code~~ detector to
detect a program control code and to detect a predetermined relationship between the
~~detecting means to detect the program control code in relation to a position of the player~~
~~object, and~~ and the land object; and

[[a]] sound changing ~~means~~ circuitry to cause the sound signal to change
according to the program control code detected when said predetermined relationship is
detected between the position of the player object and the land object.

12. (Currently Amended) [[A]] An information processing system readable
~~memory medium applicable to~~ for use in a video game apparatus for generating, and
supplying to a display, an image signal to display a player object existing [[on]] in the
vicinity of a land object in a virtual three dimensional space by processing image data for
the player object and the land object according to a video game program stored in said
memory medium, and ~~memorized~~ loaded with a program to be processed by an
information processing ~~means~~ system included in said video game apparatus, said
memory medium comprising:

a player object image data generating program encoded in said memory medium
for generating ~~to generate~~ player object image data for displaying a player object during
execution of said video game program; [[and]]

a land object image data generating program encoded in said memory medium for
generating land object image data to display a land object during execution of said video
game program; wherein

said land object image data includes a program control code; ~~and further~~
~~comprising~~

a program control code detecting program encoded in said memory medium for
detecting the program control code and for detecting when there is a predetermined
relationship between the ~~the program control code in relation to a position of the player~~
object and the land object during execution of said video game program, and

an image changing program encoded in said memory medium for causing said
image signal to change depending upon the program control code detected when there is
said predetermined relationship between the position of the player object and the land
object during execution of said video game program.

13. (Currently Amended) A memory medium according to claim 12, wherein the
program control code includes an action code to control an action of the player object, the
image changing program including an animation data output program for outputting
animation data to automatically cause said player object to perform ~~make an action~~
depending upon the action code.

14. (Currently Amended) A memory medium according to claim 13, wherein the
land object image data generating program generates a land object of a hollow or hole
and an action code of "jump", said animation data input program outputting animation
data to cause said player object to perform ~~make an action of jumping over the hollow or~~
hole.

15. (Currently Amended) A memory medium according to claim 14, wherein said video game apparatus has a controller, in association therewith, including a direction instructing switch ~~means~~ to instruct a moving direction of the player object so that the player object is moved in the moving direction, said memory medium further comprising a moving speed detecting program to detect a moving speed of the player object, and a jump distance calculating program to calculate a jump distance of the player object based on the moving speed, and said animation data output program outputting animation data to cause the player object to perform ~~make~~ an action of jump according to the jump distance.

16. (Currently Amended) A memory medium according to claim 13, wherein the land object image data generating program generates a land object of a wall surface and an action code of "climb", and said animation data output program outputting such animation data that said player object performs ~~makes~~ an action of climbing said wall surface.

17. (Currently Amended) A memory medium according to claim 16, wherein when the action code is not "climb", a wall surface height calculating program is further comprised to calculate the wall surface height, the animation data output program outputting such animation data that the player object performs ~~makes~~ an optimal action depending upon the wall height.

18. (Currently Amended) A memory medium according to claim 12, wherein the land object image data generating program ~~means~~ generates land object image data including a camera control code, and the image changing program including a camera control program to control a virtual camera provided in the three dimensional virtual space.

19. (Original) A memory medium according to claim 18, wherein said virtual camera includes a plurality of virtual cameras, the camera control code including a camera switching code, and the camera control program including a camera switching program to switch between said plurality of virtual cameras.

20. (Currently Amended) A memory medium according to claim 12, wherein said land object image data generating program ~~means~~ generates a land object including a sound code of a program control code, further comprising
a sound data generating program to generate sound data, and
a sound control program to control sound to be outputted from said sound data generating program ~~means~~ depending upon the sound code.

21. (Currently Amended) A memory medium according to claim 20, wherein the sound data generating program ~~can generate~~ generates sound data of a plurality of ~~ones of sound~~ sounds, the sound code including the sound switching code, and the sound control program including a sound switching program to switch the sound data depending upon the sound switching code.

Please add new claims 22 through 54 as follows:

22. (New) For use in a video game apparatus for generating on a display a player object in a virtual three-dimensional space, a method of operating said video game apparatus comprising the steps of:

generating player object image data for display of a player object;

generating land object image data for display of a land object;

associating a program control code with said land object image data;

detecting if said player object has a predetermined positional relationship with said land object; and

controlling the player object in accordance with the program control code associated with said land object when said player object has a predetermined positional relationship with said land object.

23. (New) A method according to claim 22, wherein said program control code includes an action code to control an action of said player object, and further including the step of automatically causing said player object to perform an action in accordance with the action code.

24. (New) A method according to claim 23, wherein when the land object is one of a hollow and hole and the action code is "jump", further including the step of causing the player object to jump over one of said hollow and said hole.

25. (New) A method according to claim 22, further including the steps of detecting a moving speed of the player object,

calculating a jump distance of the player object based on the moving speed, and

causing the player object to jump according to said jump distance.

26. (New) A method according to claim 23, wherein said land object is a wall surface and the action code is "climb", further including the step of controlling the player object to climb said wall surface.

27. (New) A method according to claim 26, wherein when the action code is not "climb", further including the steps of calculating a height of said wall surface, and outputting such animation data that the player object performs an action in accordance with the height of said wall surface.

28. (New) A method according to claim 22, wherein the program control code includes a camera control code, and further including the step of controlling a virtual camera provided in said three dimensional virtual space in accordance with said camera control code.

29. (New) A method according to claim 28, wherein said camera control code including a camera switching code, and further including the step of switching between a plurality of virtual cameras depending upon the camera switching code.

30. (New) A method according to claim 22, wherein the program control code includes a sound code, further including the step of controlling the sound to be output from a sound data generator depending upon the sound code.

31. (New) A method according to claim 30, wherein said sound code including a sound switching code and further including the step of switching the sound data depending upon the sound switching code.

32. (New) For use in a video game apparatus for generating on a display a player object in a virtual three-dimensional space, a method of operating said video game apparatus comprising the steps of:

accessing player object image data for generating a player object display;

accessing land object image data for generating a land object display;

detecting a program control code associated with said land object image data;

detecting if said player object has a predetermined positional relationship with said land object; and

changing the animation of the player object in the three-dimensional space in accordance with the program control code associated with said land object when said player object has a predetermined positional relationship with said land object.

33. (New) A method according to claim 32, wherein said program control code includes an action code to control an action of said player object, and further including the step of automatically causing said player object to perform an action in accordance with the action code.

34. (New) A method according to claim 33, wherein when the land object is one of a hollow and hole and the action code is "jump", further including the step of causing the player object to jump over one of said hollow and said hole.

35. (New) A method according to claim 32, further including the steps of detecting a moving speed of the player object, calculating a jump distance of the player object based on the moving speed, and causing the player object to jump according to the said jump distance.

36. (New) A method according to claim 33, wherein said land object is a wall surface and the action code is "climb", further including the step of controlling the player object to climb said wall surface.

37. (New) A method according to claim 36, wherein when the action code is not "climb", further including the steps of calculating a height of said wall surface, and outputting such animation data that the player object performs an action in accordance with the height of said wall surface.

38. (New) A method according to claim 32, wherein the program control code includes a camera control code, and further including the step of controlling a virtual camera provided in said three dimensional virtual space in accordance with said camera control code.

39. (New) A method according to claim 38, wherein said camera control code including a camera switching code, and further including the step of switching between a plurality of virtual cameras depending upon the camera switching code.

40. (New) A method according to claim 32, wherein the program control code includes a sound code, further including the step of

controlling the sound to be output from a sound data generator depending upon the sound code.

41. (New) A method according to claim 40, wherein said sound code including a sound switching code and further including the step of switching the sound data depending upon the sound switching code.

42. (New) For use in a video game apparatus for generating on a display a player object in a virtual three-dimensional space, a method of operating said video game apparatus comprising the steps of:

accessing player object image data for generating a player object display;

accessing land object image polygon data for generating a land object display represented by at least one polygon;

detecting a program control code associated with said at least one polygon of said land object image polygon data;

detecting if said player object has a predetermined positional relationship with said land object; and

controlling the animation of the player object in the three-dimensional space in accordance with the program control code associated with said at least one polygon when said player object has a predetermined positional relationship with said land object.

43. (New) A method according to claim 42, further including the step of determining a physical characteristic of said land object, wherein the step of controlling

the animation includes the step of controlling the animation of the player object based upon both the program control code and said physical characteristic.

44. (New) A method according to claim 42, further including the step of determining the state of said player object, wherein the step of controlling the animation includes the step of controlling the animation of the player object based upon both the program control code and said state of said player object.

45. (New) A method according to claim 42, wherein the program control code is indicative of a modified point of view camera perspective and wherein said step of controlling the animation includes the step of depicting the player object from said modified point of view camera perspective.

46. (New) A method according to claim 42, wherein said program control code includes an action code to control an action of said player object, and further including the step of automatically causing said player object to perform an action in accordance with the action code.

47. (New) A method according to claim 46, wherein when the land object is one of a hollow and hole and the action code is "jump", further including the step of causing the player object to jump over one of said hollow and said hole.

48. (New) A method according to claim 42, further including the steps of detecting a moving speed of the player object,

calculating a jump distance of the player object based on the moving speed, and causing the player object to jump according to the said jump distance.

49. (New) A method according to claim 46, wherein said land object is a wall surface and the action code is "climb", further including the step of controlling the player object to climb said wall surface.

50. (New) A method according to claim 49, wherein when the action code is not "climb", further including the steps of calculating a height of said wall surface, and outputting such animation data that the player object performs an action in accordance with the height of said wall surface.

51. (New) A method according to claim 42, wherein the program control code includes a camera control code, and further including the step of controlling a virtual camera provided in said three dimensional virtual space in accordance with said camera control code.

52. (New) A method according to claim 51, wherein said camera control code including a camera switching code, and further including the step of switching between a plurality of virtual cameras depending upon the camera switching code.

53. (New) A method according to claim 42, wherein the program control code includes a sound code, further including the step of controlling the sound to be output from a sound data generator depending upon the sound code.

54. (New) A method according to claim 53, wherein said sound code including a sound switching code and further including the step of switching the sound data depending upon the sound switching code.